

ENTERPRISE

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ENTERPRISE follows the adventures of the first crew aboard the first high-warp starship. It takes place during the early pioneering days of space exploration.

BACKSTORY

In "First Contact" the Enterprise-E traveled back through time to help Zefram Cochrane become the first human to achieve warp speed. Cochrane was a survivor of the long war which had plagued Earth for much of the mid 21st century.

Little is known about the two centuries which followed. But humanity obviously made great strides to reach the 23rd century of Captain James T. Kirk. War, disease, greed... they were all eliminated and replaced with a global commitment to exploration and improving the quality of life. Starfleet was eventually founded... allowing mankind to take its first steps into the Galaxy. As contact was established with more and more warp-capable species, the United Federation of Planets was formed. All this in two hundred years!

ENTERPRISE takes us to the year 2151, midway through this transitional period. Interstellar space travel is in its infancy and the United Federation of Planets is still decades away. Headquartered in San Francisco's Presidio and at the Utopia Planetia in orbit of Mars, Starfleet has been in existence for less than twenty years.

Since our Vulcan "advisors", who have been methodically guiding us since First Contact, have refused to share their warp technology, it's taken humanity nearly a century to achieve warp 5. (At warp 2, only 18 inhabited planets were within a year's travel; at warp 5, the number increases to 10,000 planets!) As a

result, Starfleet has begun to design interstellar vessels capable of long range exploration, as well as technologies to develop prototypes for phasers, transporters, deflector shields, artificial gravity, etc.

The Starship Enterprise is the first ship designed for these long-range missions. When the launch is moved up by three months due to the "Broken Bow Incident" (Pilot Episode), Enterprise is forced to leave Earth with a number of systems untested. In fact, dilithium injectors and hand phasers are such recent innovations that they won't get their first trials until after the mission has begun.

The crewmembers of Enterprise are far from the squeaky-clean academy graduates who will someday report to Captains Kirk and Picard. Unlike the seasoned, sometimes unflappable officers of the 23rd and 24th century, this group is wide-eyed and eager to be among the first humans to explore distant space. Their enthusiasm and sense of adventure will personify the essence of STAR TREK.

With their star charts mostly empty, our crew will have to struggle to prove they're ready for life among the stars. They will prevail because of what is best about our species: intelligence, creativity, and a yearning to prove humanity's worth. Contact between races will be fraught with uncertainty and miscommunication in pre-Federation space. There are no Neutral Zones; no diplomats or emissaries; leaving our explorers to solve their own problems.

By setting the series in STAR TREK's "past," the core audience will be able to witness the birth and growing pains of a "future" they've come to know so well. From photon torpedoes to subspace communications; from the Prime Directive to the Romulan Star Empire; the fans will see the introduction of ideas, species and technologies that have become part of the American mythos. By setting the series in STAR TREK's "past" we are also setting it closer to our present. This will allow us to create more "contemporary" characters; a pioneering cast which can embody the positive, uplifting elements of the original series and The Next Generation.

CONTINUING CHARACTERS

CAPTAIN JACKSON ARCHER

Early 40's. Physical. Intensely curious. Born and raised an explorer by his father, an engineer who worked on the warp 5 project. Unlike the Captains in centuries to come, Archer exhibits a sense of wonder and excitement, as well as a little trepidation about the strange things he will encounter. He holds a grudge against the Vulcans, who he blames for impeding humanity's progress. But his Science Officer is Vulcan, and he's struggling to reconsider those preconceptions. Although he has a strong sense of duty, he's a bit of a renegade -- he's not afraid to question orders or even disobey them, if he feels in his gut that he's right.

Archer was there when the first girders on the Enterprise were put into place. And when the Vulcans tried to suspend the maiden launch after the Broken Bow Incident, claiming humans weren't ready for interstellar travel, Archer helped persuade Starfleet to press on.

Archer has mixed feelings about T'Pol; she embodies the arrogance and high-mindedness of the Vulcans who kept his father from realizing his dream of space exploration. But he also realizes that T'Pol is a more seasoned space traveller, and he often relies on her wisdom and experience; at times, he even enjoys her dry sense of humor. Archer and T'Pol will continue to butt heads regarding humanity's new role in the "intergalactic neighborhood", but they will also develop a long-lasting friendship that is rather unique for its day -- the bond between human and alien.

Archer is something of a mentor to Spock, and though he enjoys Spock's unique sense of humor, he's also aware of what other people might think of his Chief Engineer; there are times when the Captain has to keep him in line.

The Kirks and Picards and Janeways will one day have the

benefit of the Captains who preceded them. But Jackson Archer is the prototype. He's making history with every light year. Because he knows his Captain's Logs will be studied for years to come, he keeps especially detailed reports. The logs themselves will be both personal and humorous.

SUB-COMMANDER T'PAU

Vulcan female. Austere but sensual. She's the Science Officer assigned to "oversee" our progress. In exchange for starcharts and tactical information, the Vulcans insisted we include one of their officers on the Enterprise. Starfleet Command reluctantly agreed. Not everyone is happy with this addition to the crew. Why do we need a Vulcan watching over us like we're children?

T'Pau isn't thrilled with this assignment, either. She was hoping for a Vulcan commission. The last thing she expected was to be living among a primitive, irrational species. But she's resigned to this "hardship post" because she had no choice. She's not comfortable around the crew... or the emotions they display.

Secretly, however, she will begin to envy humans. Now that she lives among them, she can't help but develop a fascination with their cultures. In private, she likes to sample their food, and catalog their behavior. She even studies their mating customs.

T'Pau has a grudging respect for Captain Archer, who has proven to her that humanity has the potential to exceed its limitations. She simply doesn't understand Spike, however; she finds that he embodies all the baser instincts humanity has to offer. T'Pau gravitates toward Doctor Phlox. As a fellow "outsider," he's the only one she can confide in about her experiences among humans. The two of them will often debate humanity and its foibles. At one point, he'll give her a "nasal numbing agent." She can't stand the smell of humans when they're anxious.

She's older than everyone on board. But she won't reveal how old. Hoshi is always asking her about her age. T'Pau: "In human years or Vulcan years?"

(A special note to fans of the original STAR TREK series: In the episode "Amok Time," a powerful, ancient Vulcan woman named T'Pol will share a great adventure with James T. Kirk. Could this be the same Vulcan? Perhaps...)

LIEUTENANT CHARLIE "SPIKE" TUCKER

Chief Engineer. Early 30's. A Southerner who enjoys using his "country" persona to disarm people. He has an offbeat, often sarcastic sense of humor. Although Spike is a brilliant engineer and an outstanding officer, he has very little first-hand experience with alien cultures, and he's often a "fish out of water" when dealing with new civilizations.

As a young man, he spent time deep sea diving in the Florida Keys, working on an ocean reclamation project. Bold and fearless, this thrill-seeker didn't stop there. His skills at working in a hostile environment, with no gravity, dependant on artificial life-support, would eventually lead to a career in Orbital Engineering, building starships at Utopia Planetia, where he earned a reputation as a trouble-shooter who would take on challenges that most engineers think impossible.

Spike's closest friend is Mayweather, the Helmsman. Similar in age, rank and spirit, these two men will spend their off-duty hours finding new ways to enjoy life in space. Whether they're test-flying a new shuttlecraft, or exploring the possibilities of interspecies "dating," they're always looking for the next adventure.

Spike is a part of our "troika" -- Archer, T'Pol and Spike will often be the center of decision-making on the ship, and they'll form a familiar, sparring dynamic ala Kirk, Spock, and McCoy.

DOCTOR PHLOX

Full name "Phloxx-tunnai-oortann" but he goes by "Phlox" for our benefit. Our most exotic character, the Doctor is an eccentric alien with an oblique sense of humor that no one quite understands. Because he speaks with an accent, and isn't familiar with Earth cultures, there are many humorous misunderstandings. Phlox thinks that humanity is fascinating -- the complex sexual mores (his species reproduces asexually), social customs... oh my, what wonderful creatures!

To say the Doctor has made himself "at home" on the Enterprise is putting it mildly. He's filled Sickbay with all sorts of bizarre medical instruments, alien plants and spores, and stasis chambers filled with small, living creatures. He practices a brand of "intergalactic medicine" the likes of which we've never seen. This makes the most routine visit to Sickbay an unexpected adventure.

LT. COMMANDER MALCOLM REED

British, male, late twenties. Armory Officer. In the new age of humanity's enlightenment, Reed is a bit of a throwback. He's a 22nd century "soldier," all spit and polish and by-the-book. His hair is cut razor-short. He maintains a rigorous daily schedule; when he isn't on duty, he's working out on a futuristic exercise apparatus he keeps in his quarters, or toiling in the munitions lab, perfecting some new kind of torpedo.

He's the antithesis of our Chief Engineer, Spike Tucker, who is undisciplined, a "rebel" of sorts. The two men are frequently at odds. Reed is always trying to expand his weapons inventory, storing ammunition in parts of the ship designated to Engineering. Tucker is constantly finding photon grenades cluttering his Jefferies Tubes. There just isn't enough deck space for both men.

Reed is filled with contradictions. Despite his near-obsession with regulations and munitions, he's also soft spoken, shy, and

awkward around women. When testing a new photon weapon, he's liable to put on a pair of space age ear-plugs because he doesn't like loud noises.

LIEUTENANT JOE MAYWEATHER

African-American. Helmsman. Mid-twenties. A unique product of 22nd century life, Mayweather was raised on a long range transport vessel. "I was born and conceived during a two year run somewhere between Alpha Centauri and Arcturus Prime." As a result, Joe is more "interstellar" than even the Captain. He's travelled to dozens of planets and met many different alien species. He even had a Terrelan girlfriend at one point, which fascinates Spike Tucker to no end.

Mayweather knows the best place on a ship to watch the stars rush by, or feel the vibrations from a passing pulsar. He prefers to sleep in a "zero-g" environment. Every night before he goes to bed, he deactivates the gravity plating in his quarters, and his cocoon-like hammock floats up on its tether.

Mayweather will prove to be a valued member of the crew, a talented pilot with an "instinct" for space-travel that few humans possess. This will help Captain Archer through situations where intellect and protocol alone won't suffice.

ENSIGN HOSHI SATO

Com Officer. Human, late twenties, Japanese. Striking and intelligent, Hoshi has a feisty spirit that often tests the patience of the crew. She's in charge of communications systems on the Enterprise, but she also serves as ship's Translator. An expert in exo-linguistics, she learned to manipulate her vocal chords to emit a range of alien sounds no human has ever produced. Hoshi has a natural affinity for picking up languages. Give her ten minutes with a Klingon, and she'll be chatting about the

weather on Kronos. Universal Translator technology is a work-in progress; it malfunctions, often missing the nuance of alien grammar and syntax. So Hoshi must always be prepared to step in and act as intermediary.

Hoshi doesn't like the idea of being trapped in a "tin can" hurtling at impossible speeds. Every time the Enterprise jumps to warp, she grips her console and closes her eyes. She's a "white knuckle" space-farer.

Hoshi and T'Pol are like oil and water. Hoshi loves to tweak the Vulcan; get her to show emotion. This unlikely duo will share a conflictual relationship... but in the field, they'll be like sisters. They'd die for each other.

THE STARSHIP ENTERPRISE

The first of a new generation of warp 5 vessels that will take humanity to the stars. Enterprise is a vessel of exploration, designed for long-term space travel and scientific discovery. Although it predates Kirk's Enterprise by more than 90 years, it will have a sleek, futuristic design by today's standards, with shadings of starships to come. Make no mistake: this Enterprise is state-of-the-art, with all the technology and trimmings we've come to expect from Starfleet engineering.

Length: 190 meters. Mass: 80,000 metric tons. Crew compliment: 87. Maximum cruising speed: warp 5.1. Weapons: laser cannons and spatial torpedoes. Two Shuttlepods are kept in the Launch Bay. The BRIDGE has a classic design, with a Captain's center chair and a forward Viewscreen. The crew surrounds their commander at various stations. A turbolift flanks one side.

Although the galley is stocked with genuine foodstuffs, there is another option: a sort of proto-replicator called a PROTEIN RE-SEQUENCER, affectionately known by the crew as the JAW ("Just Add Water"). JAW can produce a limited menu; it makes decent pasta, soup and simple beverages, but that's about it. For the most part, meals are prepared by the ship's galley crew, headed by a chef who was hand-picked by Captain Archer. Aside from the primary MESS HALL, there is also the CAPTAIN'S DINING ROOM, a small, private area where Archer takes his meals along with specially invited crewmembers. T'Pol and Spock are favorite guests of the Captain.

There's also a TRANSPORTER SYSTEM, but it can only beam cargo and technology -- no bio-matter. (During the first Season of ENTERPRISE, we will see how the crew refines the Transporters to start beaming people. There will be those among the crew -- Captain Archer included -- who are quite wary of this new development.)

Because "bio-filters" haven't been invented yet, the ship will have a DECON CHAMBER. Away Teams exposed to any kind of spatial radiation or alien microbes must strip down to minimal clothing,

and apply a phosphorescent gel to their skin to neutralize any pathogens. Under the low, ultraviolet light of this cramped room, the crew will review the mission, wind down, and get closer to one another -- literally.

CREW QUARTERS will be more individualized. Starfleet recognizes that humans aren't used to long-term space travel, so they've allowed each of them to bring a "piece of home." Captain Archer's Quarters will have a more "rustic flair" -- wood panelling and a large oak desk. T'Pol's domicile is stark, brightly lit, austere. Each of the crew will choose their own style of living.

Long range, subspace communications are only possible while the ship is at warp. As a result, our ability to contact Starfleet Command will be extremely limited.

THE SULIBAN CABAL

An alien cult devoted to genetic "enhancement", the Suliban ruthlessly carry out the wishes of an unseen leader from the distant future. The Suliban will be a recurring villain on ENTERPRISE.

Acquiring the ability to regenerate damaged limbs and organs; to survive in the vacuum of space; to change sexes in the blink of an eye; even to disguise oneself like a chameleon; are all potential payments. In order to accelerate their own evolution, the Suliban have made a "deal with the devil" -- deformity in return for devotion. Think of them as a futuristic "Island of Doctor Moreau."

The Suliban are a nomadic species. Nobody paid much attention to their relatively primitive culture (they're roughly equivalent to humans); that is, until Archer and his crew discover that the Suliban have evolved into something else. They now possess highly advanced genetic engineering techniques, high-warp vessels, plasma-based engines, and other sophisticated technology that should've been centuries beyond their reach. Archer learns that the Suliban are under the influence of someone from a distant century who is providing them with technology in exchange for... what? We don't know. But we do learn that it involves a "Temporal Cold War"... and for some reason, the 22nd century is a "front" of this conflict.

The Suliban consider themselves an enlightened species with an underlying philosophy called "auto-evolution". They strive to accelerate their species by way of technology, literally "overturning" Darwinism. The Suliban are no different than Archer and his fellow human beings in that both groups believe in the unlimited capacity of humanoid intelligence. But the Suliban are not willing to wait -- they are literally shaping their own bodies and minds toward the future.

The Suliban will provide us with a terrifying new species with strange new abilities; and because of their connection to a distant century, they will give us tantalizing glimpses of a

future STAR TREK that doesn't yet exist. Our goal is to keep the Suliban mysterious, never fully explain them, and keep the audience guessing about the "Temporal Cold War" conspiracy.

In the course of the series, we will meet many aliens, both familiar and new. However, some species we've come to know over the years will be quite different in the 22nd century. Klingons, for example, will be far more primitive than those Picard and Janeway will know. They have not yet given up the practice of sharpening their teeth or eating the hearts of their enemies.